SNS-7B-USA

Bullet-Proof Software®

Instruction Manual and Strategy Guide

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY

Nintendo®

Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

Official Nintendo Seal of Quality®

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the official Nintendo seal of quality.

Instruction Manual and Strategy Guide

Bullet-Proof Software®

Obitus™ published under license from Psygnosis Limited ©1989, 1993 Psygnosis Limited. ©1993 Bullet-Proof Software, Inc. Psygnosis and Obitus are trademarks of Psygnosis Limited and are used with permission. All rights reserved. Bullet-Proof Software and BPS logo are registered trademarks of Bullet-Proof Software, Inc.

CONTENTS

About Obitus 4

Prepare for your Journey 4

A Kingdom Crumbles 5

Controls—Two Views 6

Playing the Game 8

Main Screen 8

Options Menu 10

The Items of Obitus
—What You'll Discover on Your Journey 12

The Land of Obitus 14

ADVENTURERS BEWARE: Pages 16-29 reveal information about the location of the first two Gems of Tranquillity that advanced adventurers may want to discover on their own.

The Quest for the First Gem — Drakehust Shire 16

The Quest for the Second Gem — Burville Shire 22

The Journey Continues 30

Words of Wisdom 30

ABOUT OBITUS

Obitus is a one player adventure with both first person perspective and side view sections. The Obitus game pak is equipped with a battery which allows you to save your progress and complete the adventure in several playing sessions.

Prepare for your Journey

Insert your Obitus game pak into your Super NES and turn the power switch on. The title screen will appear. You will have the option to begin a new adventure or to load a previously saved adventure. If you are beginning anew, make sure that the cursor is pointing to the word "Start," then press the Start Button. If you are loading a saved adventure, press Down on the Control Pad to move the cursor to the word "Load" and press the Start Button.

A KINGDOM CRUMBLES

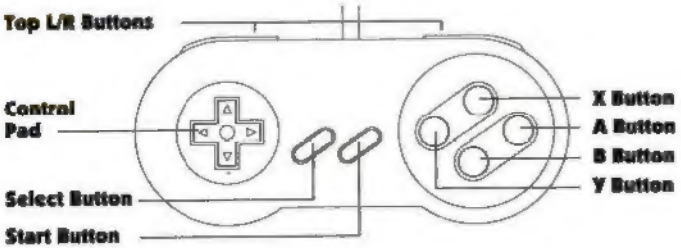
Old King Cullen ruled over the land of Obitus with his Queen, Genvieve, and the four Gems of Tranquillity for many peaceful years. It was said that when the Gems were kept together in the Tower Obitus, they radiated a mystical force which protected the land from intruders. The royal couple's four sons knew this story well. When the King passed away the princes were to rule the kingdom together as a symbol of the unity of the Gems. This bond would ensure that the tradition of peace in the land continued.

Not long after this passing of power took place, an enchantress named Salome began to advise the young quartet. She told them each in confidence that greater power, riches and fame could be theirs if they broke away from the others and ruled the kingdom alone. Those thoughts of power brewed a sibling rivalry. The brothers began to fight and eventually broke away from each other. The confrontation ended with each prince taking one quarter of the land and one of the four Gems. They retreated to their own corners of the kingdom and built fortresses to keep their rivals away.

Many years have passed. Without the protection of the Gems of Tranquillity, the kingdom is a dark and divided ruin. You have grown up with the legend of the four Gems. Now it is time to prove the legend true. You must travel to the four shires of the rival princes, Drakehurst, Burville, Blackestone and Cullen the younger, and fight for possession of the Gems. When you return the Gems to their rightful place in the Tower Obitus, peace will return to the kingdom.

CONTROLS–TWO VIEWS

The action is presented in two different perspectives. In the woods and underground settings, a first person point of view is used. This perspective switches to a side view, with the player controlled character on the screen, in the castles.



First Person Perspective

Control Pad: Move through forest paths and underground passages. Press left and right on the Control Pad to turn 45 degrees at a time to the left and right. Press up to move forward and press down to move backward.

Top L/R Buttons: Press the L and R Buttons to cycle through the items in your inventory window.

Y Button: Press the Y Button to pick up the objects in your path. If there are several objects to be picked up, you'll place them into your inventory one at a time. Press the Y Button repeatedly until all of the objects are in your possession.

B Button: By pressing the B Button, you will make use of the item which is currently shown in your inventory window. If the item is food or an elixir, you will consume it. If it is a weapon, you will send a shot into the air. If the item has no use in your current position, nothing will happen.

X Button: Press the X Button to drop the currently selected inventory item. Trading with the inhabitants of land is done in this manner. Drop the item which you intend to trade away. If the trade is accepted, the item will disappear and a new item will appear in your inventory window.

Start Button: Press the Start Button to pause the game. The word "Pause" will appear on the screen and the action will freeze. Press the button again to resume play.

Select Button: By pressing the Select Button, you will call up the Options Menu. This screen is explained on page 10.

Side View

Most of the controls in the side view stages are identical to those in the first person perspective passages. What changes is how you control the character on the screen.

Control Pad: Guide your character through the castles of Obitus. Press left and right on the Control Pad to make him run to the left and right. Press up to make him move toward the far wall or door and press down to make him move away from the wall.

A Button: Press the A Button to make the character leap into the air.

Top L/R Buttons: Cycle through the items in your inventory window.

Y Button: Pick up the objects in your path.

B Button: Use the currently selected item.

X Button: Drop the currently selected item.

Start Button: Pause the game.

Select Button: Call up the Options Menu .

PLAYING THE GAME

In your quest to recover the four Gems of Obitus, you must seek out weapons and useful items, gather clues from the inhabitants of the land and defeat the evil creatures that block your path. The action takes place in the top two thirds of the screen. The lower third of the screen is reserved for the stamina and health indicators, the inventory window and the compass.

THE MAIN SCREEN

Action Window

As you are traveling through the woods and underground passages of the kingdom, the action window shows the scene in first person perspective. This perspective changes to a side view when you are within the walls of the kingdom's four castles.

Stamina Indicator

Your stamina decreases at a constant rate as you tire from a long day of adventuring. If you allow your stamina to burn down to nothing, your health will begin to shrink at the same rate. You can recover your stamina by sleeping in a safe place. Select "Sleep" from the Options Menu and keep an eye open for enemies as your stamina is replenished.

Health Indicator

If the health candle burns down to nothing, your adventure will be over. This candle shrinks if enemies attack or if the stamina candle is burned out. You can replenish your health by consuming food and magic elixirs.

Inventory Window

The inventory window displays the currently selected inventory item. Press the L and R Buttons to cycle through to another item.

Compass

The compass arrow points in the direction (North, South, East, West) that you, the player, are facing. This is important to remember in the side view sections, as the scene sometimes shifts 90 degrees when your character enters a new room. In the first person perspective sections, the compass also shows which paths are open to the immediate area. Watch the compass closely and make a map as you explore.

THE OPTIONS MENU

You can press the Select Button to pause the game and switch to the Options Menu at any time in your adventure for a list of available features. Press Up and Down on the Control Pad to move the cursor up and down the list and press the B Button to activate the selected feature.

Inventory

The inventory option allows you to take a look at all of the items that you have accumulated. The current selected item is shown in the upper left corner and a description of this item is shown in on the right side of the screen. This description should help you decide how best to use the item. Press the L and R Buttons to cycle through the items.

Sleep

You can restore your stamina by resting in a safe place. Your sleep will be interrupted if an enemy attacks.

Save Game

This option allows you to save your progress on the cartridge battery so that you can stop playing for a while, store the cartridge and later load in your saved game.

New Game

The new game option takes you to the beginning of the adventure and allows you to start over.

Exit this Menu

Choose this option to exit the menu and continue your adventure.

THE ITEMS OF OBITUS

—What You'll Discover on Your Journey

There are many objects in the passages of the kingdom which will aid you in your journey. Listed below are a few helpful items that you will discover early in your travels. Use them wisely.

Weapons: Fight off invading creatures with an arsenal of powerful items.

Quiver of Arrows: Each Quiver contains 20 arrows. Use them to dispatch the wandering warriors of the forests and the cave hounds of the underground passages.

Daggers: You'll find these weapons five at a time. Save them for your encounters with the more powerful creatures which block your path.

Powders of Fire: The magic powders release an impressive blast of power. They will be very useful in your battles with the strong and stubborn agents of the four princes who protect the Gems.

Food: Your health candle breaks down to approximately 250 hit points. Consume these edible items to restore the listed number of hit points.

Roll	15 points	Flask	156 points
Cherries	20 points	Green Potion	96 points
Apple	28 points	Red Potion	125 points
Bread	30 points		

Tools: Many of the items that you will discover are best used in particular circumstances. Use them wisely and you will succeed.

The Ring of Genvieve: You'll have this item in your possession at the beginning of your adventure. Use it to discover the power and allegiances of the characters that you meet in your travels. Be careful. Each time you use the ring, your stamina will decrease a small amount.

Heavy Key: There are four heavy keys in the land of Obitus. Each one opens a door in the Tower Obitus which leads to one of the shires.

Light Keys: Light keys open the doors of castles. A particular key opens outer doors. Groups of other light keys open inner doors.

Gold and Silver: Coins and bars made of precious metals can be traded for other valuable items.

Book Pages: The pages of a magic book are spread throughout the kingdom. Collect them to trigger an important event late in your journey.

Fire Brand: These useful torches will help you see in the mines, caves, dungeons and other underground passages. You'll also discover lamps and lanterns which offer even more light to the adventurous traveler.

Blue Gem — Key of the Subterranean: This tear drop shaped key can be used to open up an important passage in the Subterranean catacombs which connect the four shires.

Rope: Use the rope to climb up from the subterranean catacombs. If you don't have the rope when you fall into the catacombs, you'll be lost forever.

More valuable items are available to you. Pick them up and study their properties in the inventory screen to decide how to best make use of them.

THE LAND OF OBITUS

THE QUEST FOR THE FIRST GEM

Drakehurst Shire

ADVENTURERS BEWARE:
Do not read beyond this point unless you are looking for clues and maps that reveal the location of the first two Gems. Advanced players may want to discover this information on their own.

The Tower Obitus

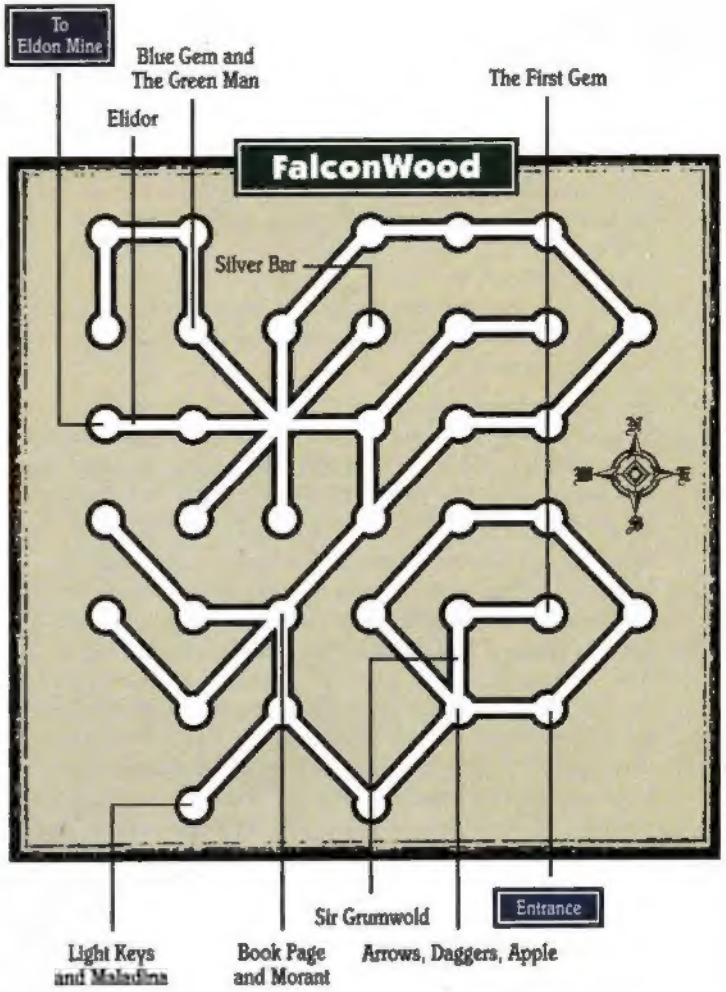
Your Journey begins in the Tower Obitus where the borders of the four shires meet. You will possess the Ring of Genvieve when you begin and a heavy key will lie on the floor in front of you. Use the key to open the door which leads to the northwest shire called FalconWood.

FalconWood

Soon after you enter FalconWood, you will encounter Sir Grumwold, a strong knight whose allegiance is to Lord Drakehurst. Grumwold guards the first of the four Gems of Tranquillity. Before you can defeat him and win possession of the Gem, you must find the powerful Powders of Fire.

Collect the items that are in the vicinity of Sir Grumwold, then proceed to Maladina in the southwest section of the shire. She will recognize the Ring of Genvieve and give you six light keys which open doors inside Drakehurst Castle. Venture north to Morant. This knight will tell you that he is your friend, but when you use the Ring of Genvieve in his presence, you will discover that he is not trustworthy. By defeating Morant, you will earn a page to the legendary Spell Book of Obitus.

Continue to collect the items of FalconWood on your way to the Eldon Mine and defeat any evil creature that stands in your way. In addition to the knights of Drakehurst, you will encounter many wandering warriors who can cause a lot of damage. Dispatch these creatures with two arrows and move on. Before you enter the mine, collect the Blue Gem which works as a key, from the Green Man.



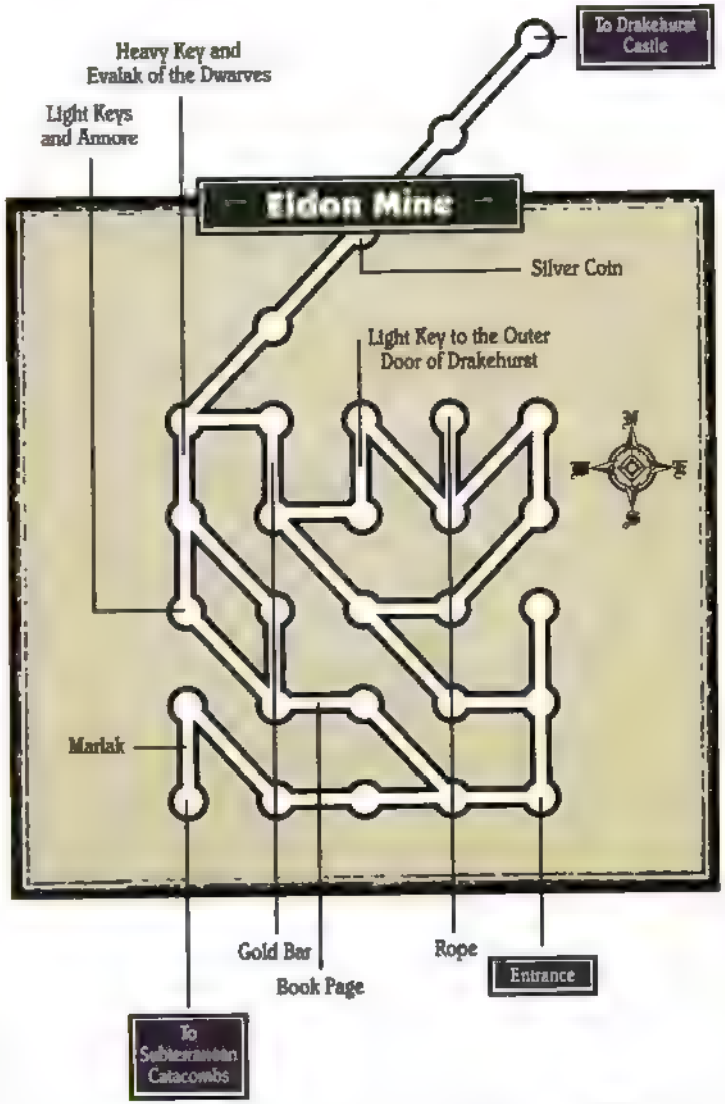
Eldon Mine

After you take a few steps into Eldon Mine, the passages will become very dark. Use a fire brand to light your way, then move on to the northeast section of the mine, collecting all of the items that you find on your way. In the northeast corner you will encounter a knight named Uffinan. Defeat this agent of Drakehurst and take his health-replenishing Flask. Then walk to the west, making sure to grab the rope, the light key to the outer door of Drakehurst Castle and the gold bar, and proceed to Evalak, the dwarf. He will offer to trade you for his heavy key which opens the northeast door to the Tower Obitus. Drop the gold bar. Evalak will quickly take the bar and place the heavy key into your inventory.

Once you've made the trade with Evalak, you should visit Annore, just south of where Evalak stands. Either fight Evalak to get passed him or walk around him the long way. Annore has six light keys to the inside doors of Drakehurst. Drop the silver bar in the presence of this mystic and the light keys will be yours.

From Annore, venture southeast, then west to Marlak in the southwest corner of Eldon Mine. Marlak will give you his lamp in exchange for the gold coin. You could also fight him in order to win this treasure. East of Marlak is a hole which leads to the subterranean catacombs. This dark maze acts as a link between the four shires. You must enter the catacombs in order to find the key that opens the last room of Drakehurst Castle. Before you go down, make sure that you have lighting supplies and a rope. Then drop into the hole and use a Fire Brand or a Lamp so that you can see where you are going. The key that you are looking for is very close to the Eldon Mine entrance of the catacombs. You'll find it by walking a few steps into the maze. When you have the key, use the rope and climb back up to Eldon Mine.

Move on to Drakehurst Castle and confront the knight at the entrance.



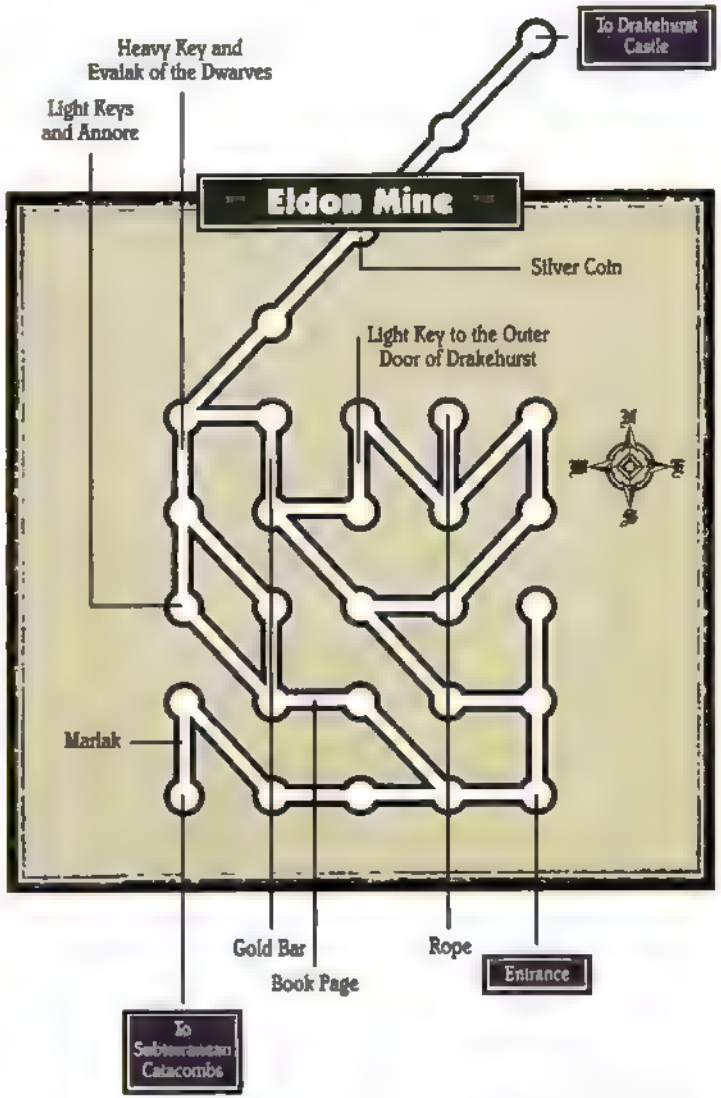
Eldon Mine

After you take a few steps into Eldon Mine, the passages will become very dark. Use a fire brand to light your way, then move on to the northeast section of the mine, collecting all of the items that you find on your way. In the northeast corner you will encounter a knight named Uffinan. Defeat this agent of Drakehurst and take his health-replenishing Flask. Then walk to the west, making sure to grab the rope, the light key to the outer door of Drakehurst Castle and the gold bar, and proceed to Evalak, the dwarf. He will offer to trade you for his heavy key which opens the northeast door to the Tower Obitus. Drop the gold bar. Evalak will quickly take the bar and place the heavy key into your inventory.

Once you've made the trade with Evalak, you should visit Annore, just south of where Evalak stands. Either fight Evalak to get passed him or walk around him the long way. Annore has six light keys to the inside doors of Drakehurst. Drop the silver bar in the presence of this mystic and the light keys will be yours.

From Annore, venture southeast, then west to Marlak in the southwest corner of Eldon Mine. Marlak will give you his lamp in exchange for the gold coin. You could also fight him in order to win this treasure. East of Marlak is a hole which leads to the subterranean catacombs. This dark maze acts as a link between the four shires. You must enter the catacombs in order to find the key that opens the last room of Drakehurst Castle. Before you go down, make sure that you have lighting supplies and a rope. Then drop into the hole and use a Fire Brand or a Lamp so that you can see where you are going. The key that you are looking for is very close to the Eldon Mine entrance of the catacombs. You'll find it by walking a few steps into the maze. When you have the key, use the rope and climb back up to Eldon Mine.

Move on to Drakehurst Castle and confront the knight at the entrance.



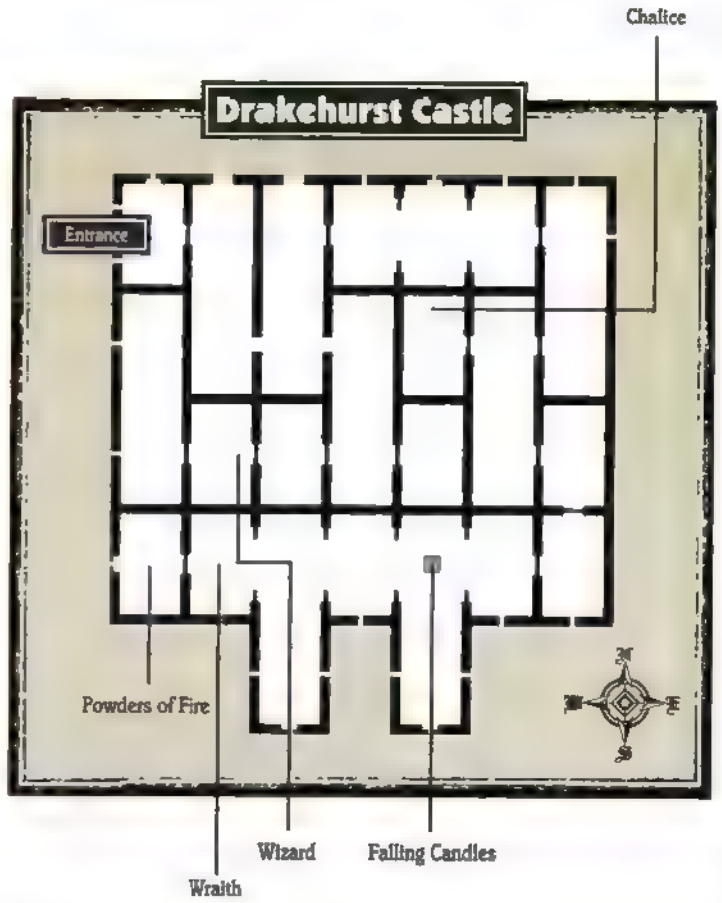
Drakehurst Castle

Before you enter Drakehurst Castle, you should replenish your stamina by sleeping in the long Eldon Mine passage which leads to the castle, as you will not be able to sleep within the castle's walls. While you sleep, watch the passage to the southwest for cave hounds and fight them if they get close.

Move quickly and watch your stamina once you're in the castle. If your stamina candle is burning close to the bottom, you should leave the castle and come back when it is maxed out. Your main goal in the castle should be to collect the Powders of Fire in the southwest corner room. Unlock doors with the light keys, collect everything that you can find, defeat the evil creatures, then return to FalconWood with the Powders in hand.

There are three different Powders of Fire. When you meet Sir Grumwold, hit him with a single blast. If he doesn't go down right away, use some more conventional weapons to finish him off or hit him with another blast. You'll be able to defeat this evil knight with little or no damage to yourself. Once Sir Grumwold is gone, you can proceed along his path and collect the first Gem.

Return to the Tower Obitus with the first Gem and place it above the northwest door. Then rest and prepare to continue your quest.



THE QUEST FOR THE SECOND GEM

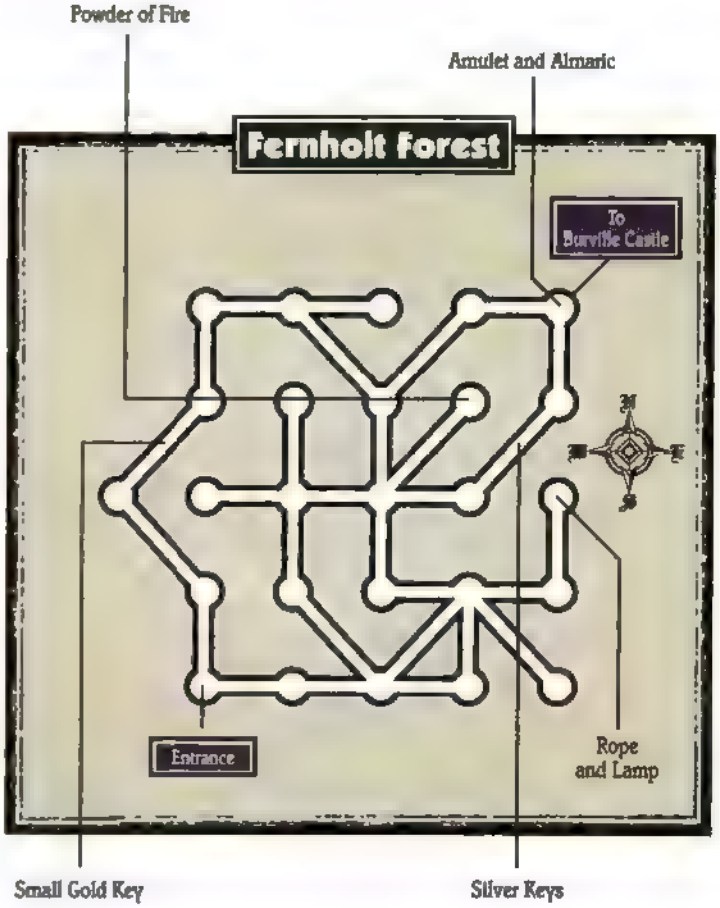
Burville Shire

The Tower Obitus

The heavy key that you received from Evalak in Eldon Mine opens the northeast door of the tower. Open the door and walk forth to Fernholt Forest. Now that you are an experienced adventurer, you should have a good idea of what must be done in order to succeed in the world of Obitus. Collect all of the items that you find in your path, fight off the evil creatures that have invaded the land and search for the next Gem.

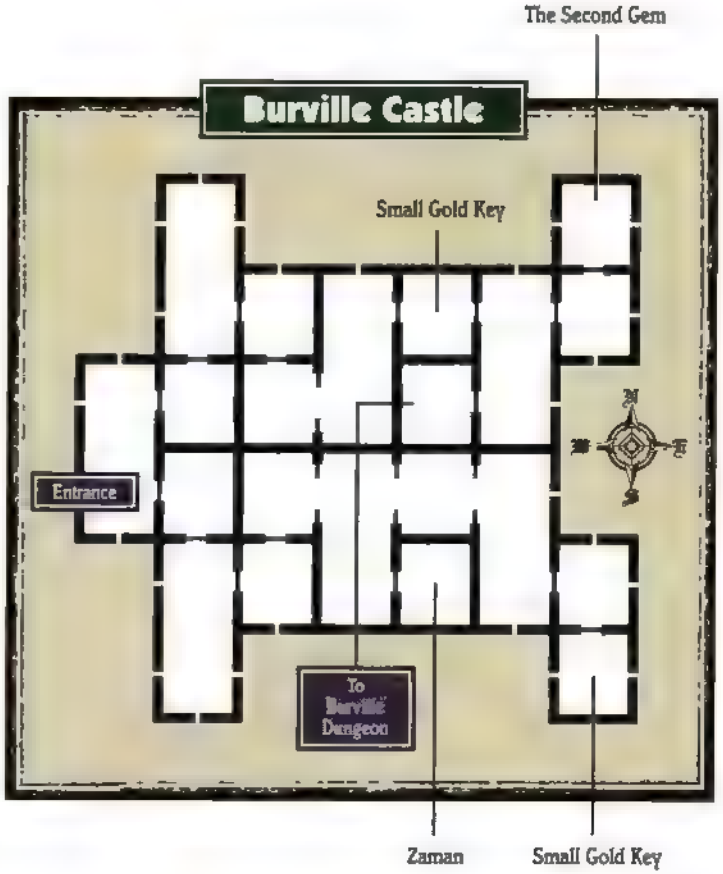
Fernholt Forest

The forest is populated by knights who have pledged loyalty to the various princes of the kingdom as well as other dastardly creatures. Defeat these simple foes and continue on to Burville Castle. Make sure to collect the small gold key in the far west area of the forest and the rope, lamp and Silver Keys in the far east. You will need these items soon.



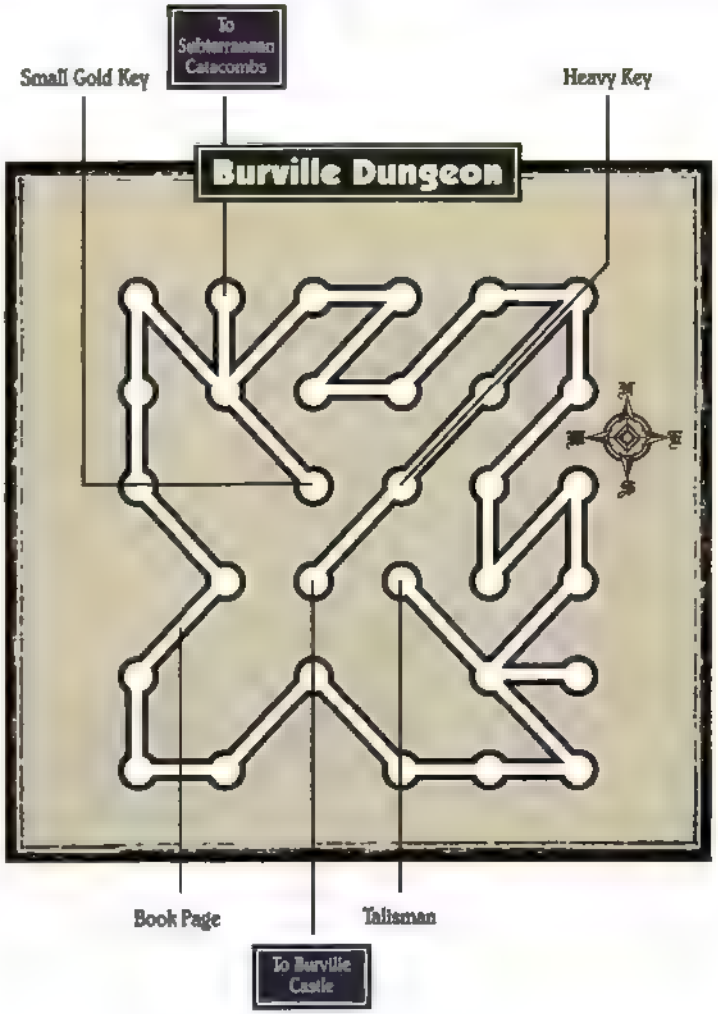
Burville Castle

You'll find two locked doors in the first room of Burville Castle. Use a silver key collected in Fernholt Forest to open the closest door and move on to the southeast section of the castle, making sure that you avoid the traps of the castle. You'll be able to enter the southeast corner room by using a gold key that you found in Fernholt Forest. There, you'll discover another key. Return to the first room of the castle and use this key to enter the northern most door. More keys and other treasures will be yours for the taking in the northern half of the castle. Collect everything and continue to explore every room in the castle.



Burville Dungeon

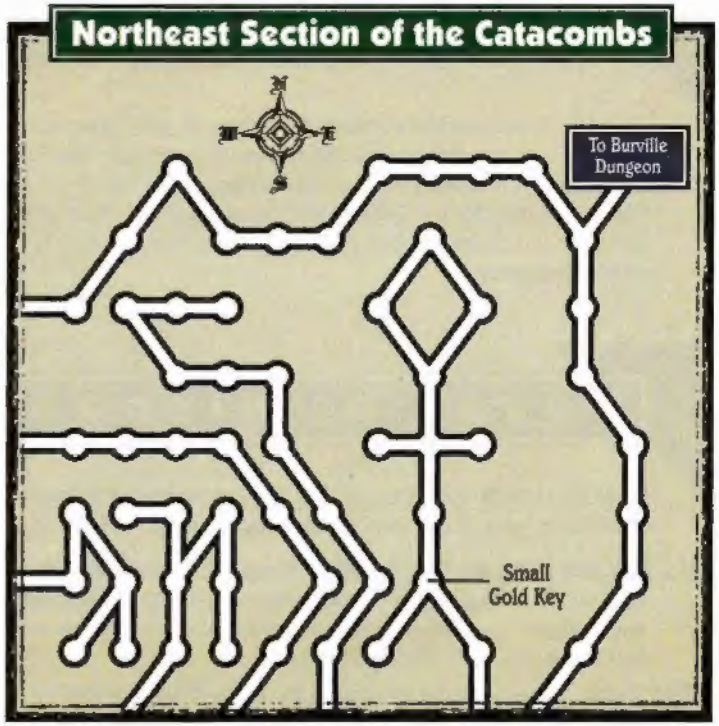
In the southwest corner of this dark maze, you'll discover a prisoner who will tell you a few words about a key in the catacombs. This key that he speaks of will allow you to enter the most important room of Burville Castle. Make sure to bring a rope and strong light to the catacombs. Then search carefully for the small gold key



Subterranean Catacombs

The subterranean catacombs are a maze of passages that connect the mines, caves and dungeons of the kingdom. You must explore these dark and dangerous tunnels in order to find certain items that you will need to complete your journey.

The small gold key that will help you open an important room in Burville Castle is in the northeast section of the catacombs. Follow the map on the next page to make your way from the Burville Dungeon through the catacombs to the key.



THE JOURNEY CONTINUES

Once you have returned successfully from your adventure in Burville Shire, you will have accomplished a great task. Two of the Gems of Tranquility will be in their place in the Tower Obitus. Journey forth to Blakestone Shire then Cullen Shire and find the last two Gems. The peaceful future of the kingdom is within your grasp.

WORDS OF WISDOM

While you are traveling through the challenging world of Obitus, there are a few tips that you should keep in mind:

Keep Your Eyes on the Road: Objects in pathways are often very small. Walk slowly and make sure that you don't pass over any valuable items. You should also watch the compass so that you know where all of the paths branch off.

Fire First: Always keep a weapon at the ready in your inventory window so that you can get the first shot off if an enemy attacks. When you pick up a new item, this object will be displayed in your inventory window. Cycle through the items so that a weapon is shown again, then proceed.

Save Often: Before you try something risky, save your game on the Options Menu. If the risk doesn't pay off, you can load your previously saved game and try something else instead.

Sleep Safely: There are helpful citizens of the kingdom in all four of the shires who will guard you from wandering villains as you sleep. Seek out these characters and get some rest.

NOTES

Limited Warranty

Bullet-Proof Software, Inc. warrants to the original purchaser of this Bullet-Proof Software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Bullet-Proof Software program is sold "as is" without express or implied warranty of any kind, and Bullet-Proof Software is not liable for any losses or damages of any kind resulting from use of this program. Bullet-Proof Software agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Bullet-Proof Software product, with proof of date of purchase, at its factory.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Bullet-Proof Software product has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Bullet-Proof Software. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Bullet-Proof Software be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Bullet-Proof Software product.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential, or incidental damages, so the above limitations may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Bullet-Proof Software, Inc.
8337 154th Ave. N.E.
Redmond, Washington 98052
(206) 861-9200

Bullet-Proof Software®
8337 154th Ave. N.E. • Redmond, WA 98052 • (206) 861-9200

PRINTED IN JAPAN